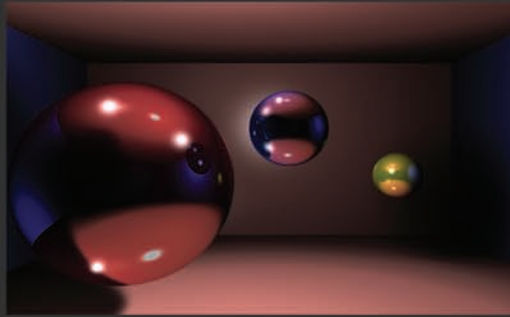


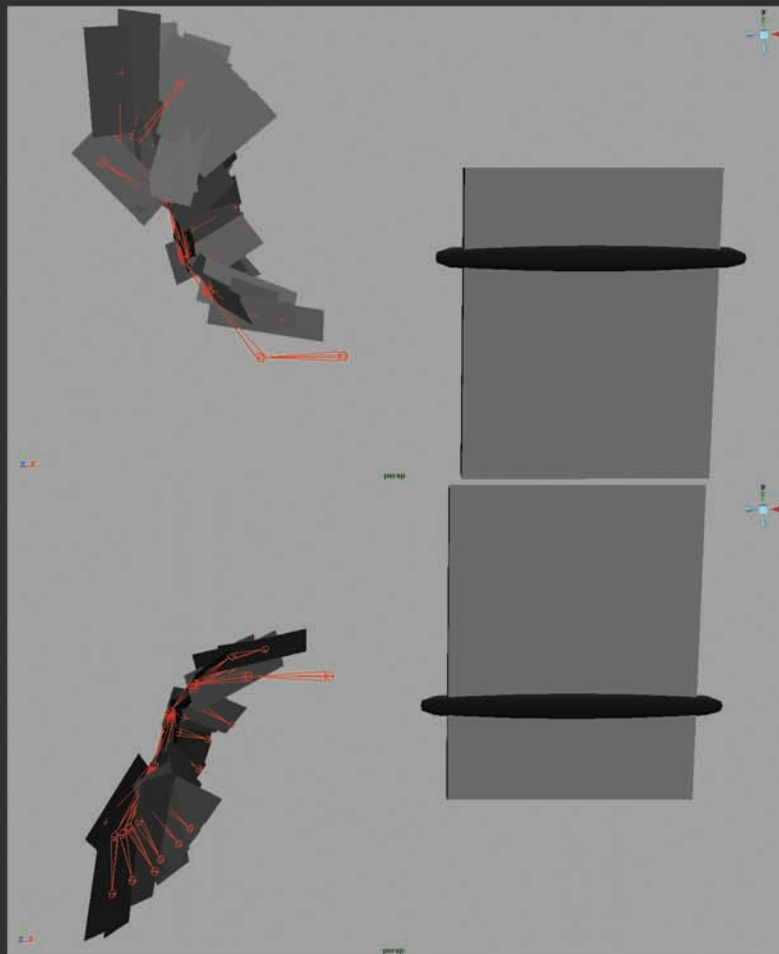
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Rigging



You see here a wing rig I setup uses nothing fancy except a simple Maya expression that steps through the joint hierarchy and sets each joint's current rotation based off of that joint's parent's rotation. To keep the wing from looking repetitive I multiply that rotation value we got off of the joint's parent by a small random scalar which is calculated at each joint.

To animate the wing I have the controller on the right to drive the rotation of the shoulder joint of the wing. After all of the keyframes are set the rest of the joints in the hierarchy are animated on their own via the expression.